

- 1 1. A game system, the game system comprising:
2 a plurality of physically separated player-machines, wherein each physically
3 separated player-machine includes its own CPU and software for
4 allowing a player to play at least one game that requires sufficient skill
5 such that it is not primarily a game of chance, wherein said player is
6 entitled to play said at least one game due to an economic
7 consideration, and is adapted for developing digital information
8 resulting from play of said at least one game;
9 an award server including a CPU and software, physically separated from
10 said plurality of player-machines and coupled with said plurality of
11 player-machines for digital communication therewith, wherein said
12 digital communication includes game information and award
13 information associated with said at least one game.
- 1 2. The game system as recited in Claim 1, further comprising a network
2 coupling said plurality of player-machines to said award server.
- 1 3. The game system as recited in Claim 2, wherein said network includes a
2 serial transmission protocol.
- 1 4. The game system as recited in Claim 3, wherein said serial transmission
2 protocol is an RS-232 protocol.
- 1 5. The game system as recited in Claim 1, wherein said award server provides
2 awards based on one or more criteria, selected from a group consisting
3 essentially of:
4 a game result;
5 a progressive score;
6 a completion of a specific task;
7 an attainment of a specific goal; and
8 a number of players playing.

- 1 6. The game system as recited in Claim 5, wherein said progressive score is
2 associated with a progressive bonus that is based on contributions made by
3 said plurality of physically separated player-machines, and wherein said
4 progressive score can be incremented or decremented based on a multiplier
5 associated with said contributions.
- 1 7. The game system as recited in Claim 6, wherein said contributions are based
2 on one or more events, said one or more events comprising:
3 consideration generated from at least one of said plurality of physically
4 separated player-machines; and
5 attainment of at least one pre-determined goal by at least one player
6 playing at said plurality of physically separated player-
7 machines.
- 1 8. The game system as recited in Claim 1, wherein said award server provides
2 non-monetary awards.
- 1 9. A method for a game system, the method comprising:
2 allowing a player to play at least one game that requires sufficient skill such
3 that said at least one game is not primarily a game of chance, said at
4 least one game being played on one of a plurality of physically
5 separated player-machines in said game system, wherein each
6 physically separated player-machine includes its own CPU and
7 software for allowing said player to play said at least one game, where
8 each of said plurality of physically separated player-machines is
9 adapted to develop digital information resulting from play of said at
10 least one game and for being in digital communication with other
11 physically separated player-machines, wherein said player is entitled
12 to play said at least one game due to an economic consideration;

13 digitally communicating with an award server including its own CPU and
14 software by said plurality of physically separated player-machines
15 wherein said award server is physically separated from said plurality
16 of physically separated player-machines, and wherein said digital
17 communication includes game information and award information
18 associated with said at least one game.

1 10. The method as recited in Claim 9, wherein said digital communication is over
2 a network.

1 11. The method as recited in Claim 10, wherein said network includes a serial
2 transmission protocol.

1 12. The method as recited in Claim 11, wherein said serial transmission protocol
2 is an RS-232 protocol.